

RENDERING METHODS FOR FULL PARALLAX  
AUTOSTEREOSCOPIC DISPLAYS

ABSTRACT

5           A method of rendering image data for full parallax  
autostereoscopic displays. The method is based on a double  
frustrum camera technique, where two cameras provide image  
data from opposing sides of an image plane. The near  
clipping plane is located on the image plane. The distance  
10       between the near clipping plane and the eyepoint of the  
camera frustra is adjusted to minimize or avoid clipping.

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